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Result page: **1** [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [next](#)Relevance scale **1 Real-time shading** Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi RostAugust 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04****Publisher:** ACM PressFull text available:  [pdf\(7.39 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

**2 GPGPU: general purpose computation on graphics hardware** David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron LefohnAugust 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04****Publisher:** ACM PressFull text available:  [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

**3 Status report of the graphic standards planning committee** Computer Graphics staff  
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3**Publisher:** ACM PressFull text available:  [pdf\(15.01 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)**4 Status report of the graphic standards planning committee of ACM/SIGGRAPH:** **State-of-the-art of graphic software packages**

Computer Graphics staff



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